

The Block

THE BLOCK

Scenario(Scenario)

Three opposing factions find themselves all booked into the same hab block for the night. Each of them has one part of a very powerful explosive device, which they need to take control of. Violence (and possibly hilarity) ensues.

To Win (To Win):

After one hour has elapsed, you must have control of more briefcases than anyone else, or have scored more points than anyone else.

Points are scored by taking control of rooms in the building and by removing opposing critters from play.

Rules(Rules)

This game is played using standard ACP164: Albedo Patrol rules, with the following additions:

Figures (Figures)

- Each figure is treated as a separate unit
- Critters are armed with whatever their figure is carrying. (Stats are on your character sheet)
- Nobody has had time to put on body armour.
- Figures are marked with a letter that corresponds with the first letter of their name, and a picture for easy reference.

Deployment (Deployment)

- At the beginning of the game, draw for choice of starting floor. Each has advantages and disadvantages.
- Figures deploy on their first activation dice.
- They may only deploy into an unoccupied room on your faction's starting floor.

Movement(Movement)







- Movement is as normal for the rules, except:
 - Grapnels may be used to establish a zipline between balconies.
 - It costs one activation to throw the grapnel and move up it, providing you have at least 8" movement
 - It costs 4" movement to go down a rappelling line.
 - You may fire going down a line, but not going up.
- It costs 6" movement to ascend or descend a flight of stairs.

Explosions (Explosions)

- Each critter carries one grenade.
- Any faction not on the top or bottom floor has a breaching charge that is specially designed to blow a hole in walls.







ILR(The ILR)

Team Sheet (Team Sheet)

Image						
Name	Ahnihihi	Bitiba	Chahti	Efrim	Hohanni	OoBaah
Activation Dice						
Grenade						
Wounds						
Stunned						
Morale Checks						







The Gang(The Gang)

Team Sheet (Team Sheet)

Image						
Name	Aran Felso	Boras Charan	Charwin Ao	Dumi Zhta	Erpi Bodi	Felan Rerd
Activation Dice						
Grenade						
Wounds						
Stunned						
Morale Checks						

EDF(The EDF)

Team Sheet (Team Sheet)

Image						
Name	Armi Tovas	Bozo Torasti	Charas Hama	Debo Kano	Erbo Rezana	Felas Felka
Activation Dice						
Grenade						
Wounds						
Stunned						
Morale Checks						